DRAWINGS

~~None required.~~

Figure #1 is a diagrammatic illustration of the game processor with the additional external processor used in a game apparatus.

Figure #2 is a block diagram of an external processor used in a game apparatus.

Figure #3 is a flow diagram illustrating a process present in a first version of a program as submitted.

Figure #4 is a flow diagram illustrating a process present in a second version of the program submitted.

Figure #5 is a diagram illustrating the layout of the physical component of the standalone, non-integrated electronic redemption bingo machine.

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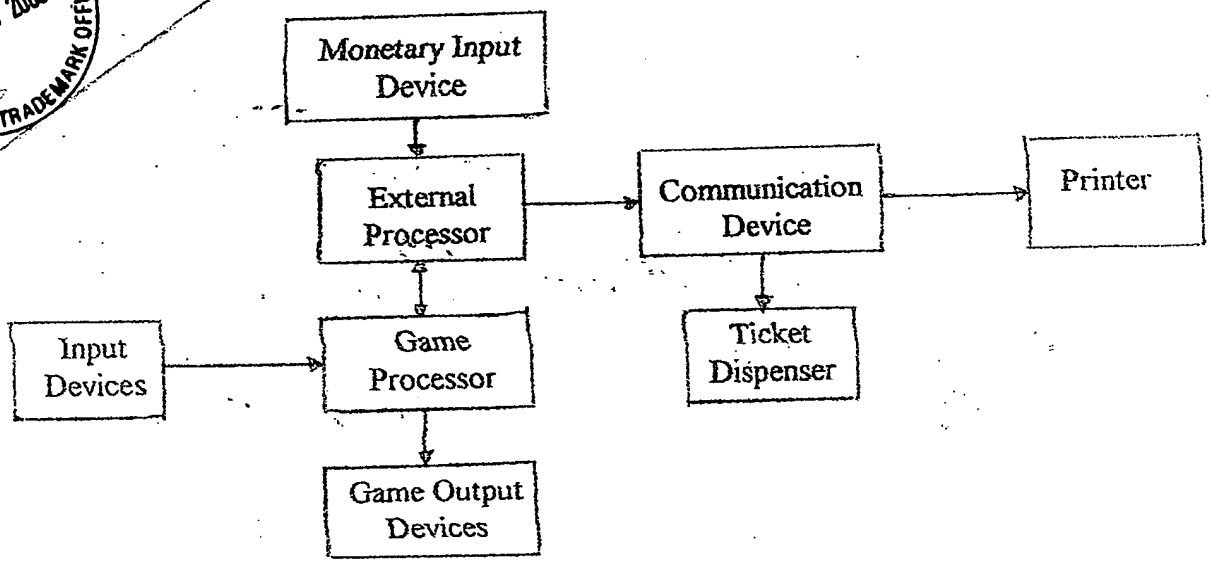

Figure # 1

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Figure
#2

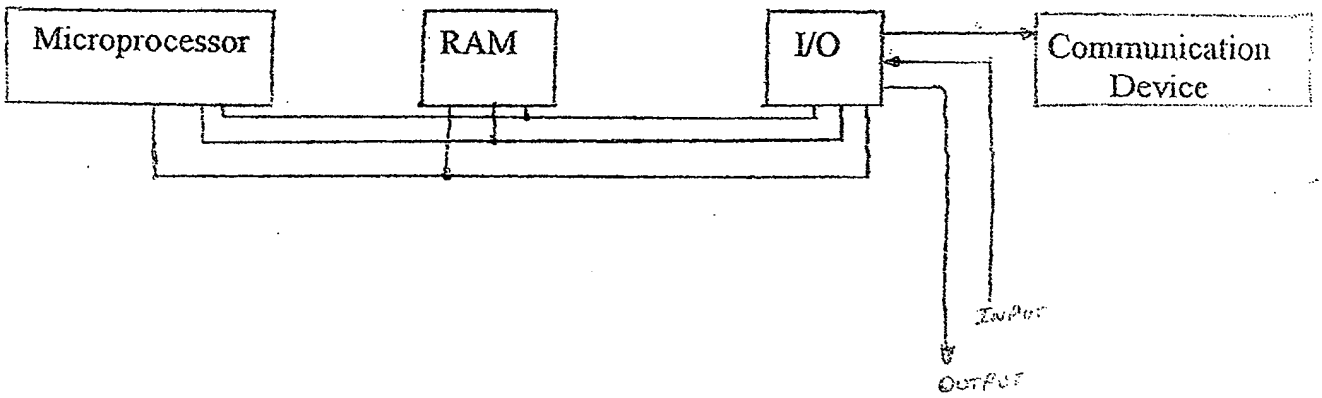

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FIGURE # 3

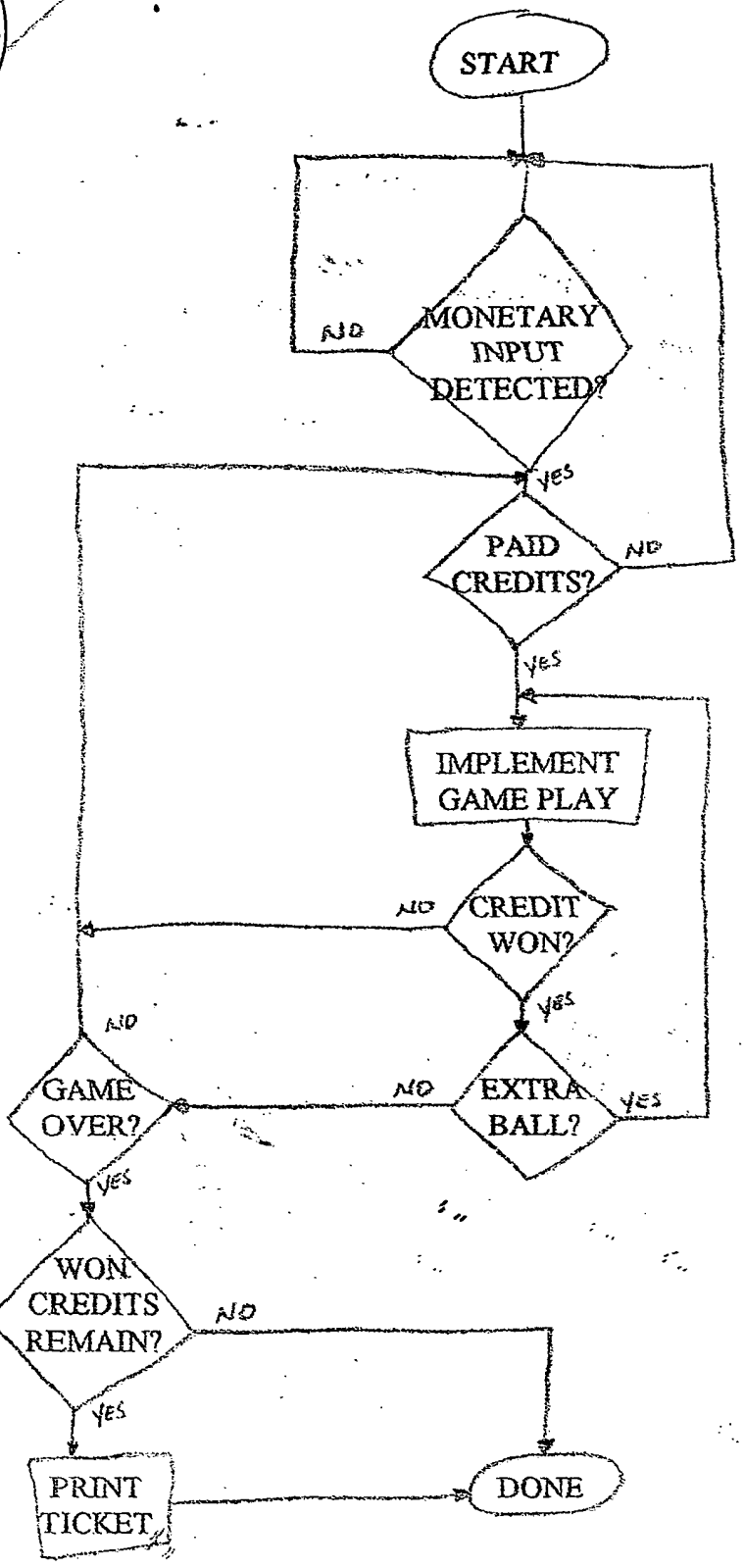

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FIGURE #4

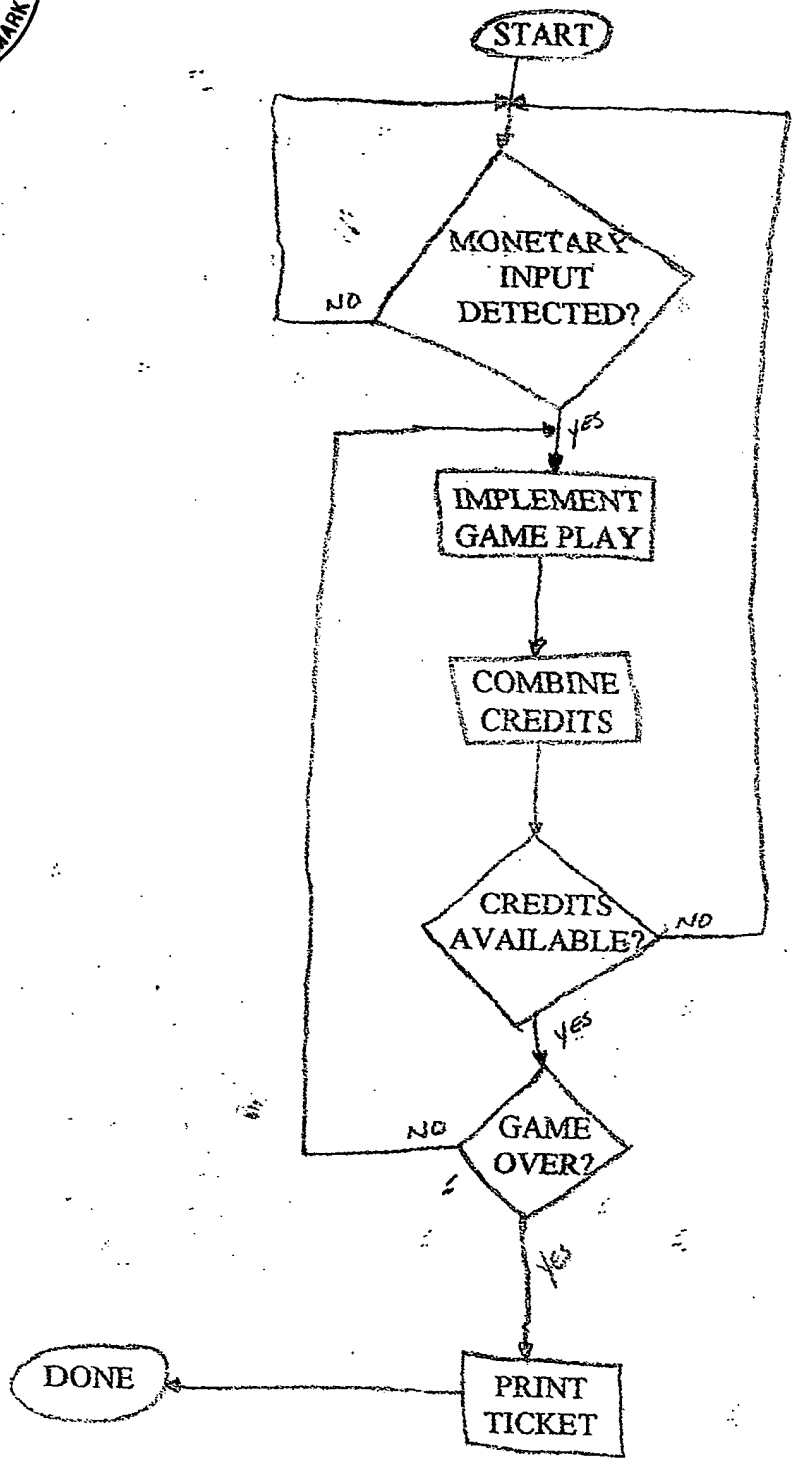

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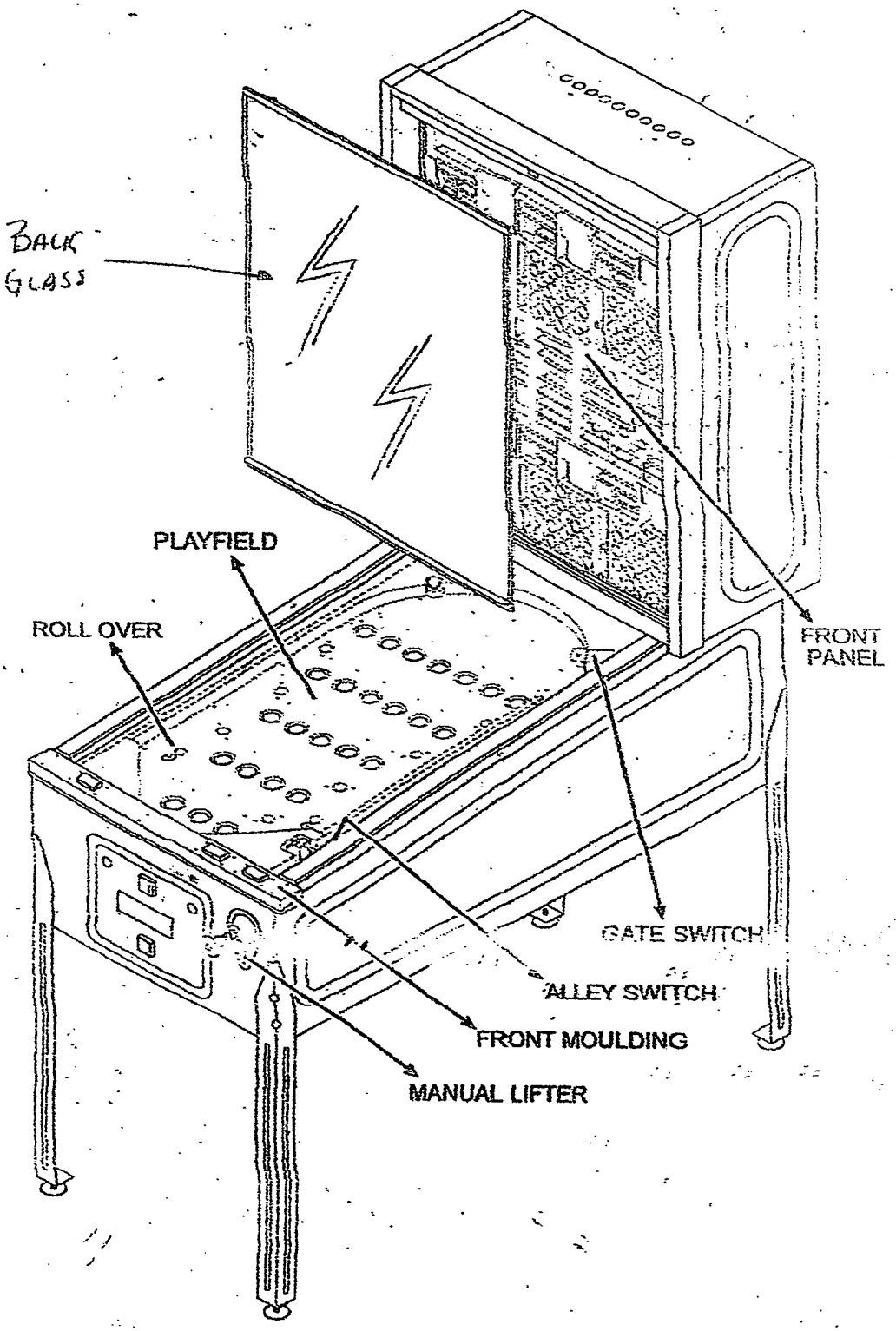
FIGURE #5

TYPICAL WORDS FOR BINGO